

Sprint 1 Report

Sprint duration: 5 – 11 February 2025

Individual Developer Report

Developer	Individual Report
Abhinav Jha	<ul style="list-style-type: none">- Worked on classes: GameState.java; Initialize.java; Unit.java- Completed user stories as planned in this sprint:<ul style="list-style-type: none">o 1 – Initialize the board and display avatars at starting positions- Pending user stories and resolution plan: No- Completed user stories that are not planned in this sprint: No
He Sun	<ul style="list-style-type: none">- Worked on classes: Unit.java; TileClicked.java; GameState.java- Completed user stories as planned in this sprint:<ul style="list-style-type: none">o 12 – Avatar movemento 32 – Remove enemy avatar from board- Pending user stories and resolution plan: When the avatar can move without restrictions, it is necessary to determine the state of each surrounding tile. In GameState.java, getUnitFromTile() is written to obtain the status of the unit.- Completed user stories that are not planned in this sprint: No
Paul Smith	<ul style="list-style-type: none">- Worked on classes: GameState.java, EndTurnClicked.java- Completed user stories as planned in this sprint:<ul style="list-style-type: none">o 33 – Winning Conditiono 22 – End Turn- Pending user stories and resolution plan: I was stuck on 22 – End Turn because I didn't know how to connect the front-end and back-end to process actions. I resolved this via reading existing code in the codebase to improve knowledge.- Completed user stories that are not planned in this sprint: 33 – Winning Condition
Qirui Guo	<ul style="list-style-type: none">- Worked on classes: Unit.java, GameState.java, TileClicked.java- Completed user stories as planned in this sprint:<ul style="list-style-type: none">o 15 – Attack adjacento 10 – Decrease enemy's health- Pending user stories and resolution plan: 10 – Decrease enemy's health: I didn't know how to get the value of health of units at first, then I created some methods to get the data I wanted from the Json file.- Completed user stories that are not planned in this sprint: No
Phuong Uyen Tran	<ul style="list-style-type: none">- Worked on classes: GameState.java, Unit.java, Player.java- Completed user stories as planned in this sprint:<ul style="list-style-type: none">o 2 – Initialise avatar's stats and its visibilityo 21 – Sync players' health- Pending user stories and resolution plan: User story 21 passed the test when initialising the player with original health when the game starts. We will need to test it again in Sprint 3 to see if during the game, player's health still syncs with avatar after avatar health changes (due to being attacked or casted with a spell).- Completed user stories that are not planned in this sprint: No

Sprint 1 Review

US Name	SP	Priority	Developer	Status	Remark
Initialise the board and show avatar at starting position	2	Must have	Abhinav	Completed	
Initialise avatar's stats and its visibility	2	Must have	Uyen	Completed	
Avatar movement	2	Must have	He Sun	Completed	
Attack adjacent	2	Must have	Qirui	Completed	
Decrease enemy's health	1	Must have	Qirui	Completed	
Sync players' health	1	Must have	Uyen	Completed	
End Turn	2	Must have	Paul	Completed	
Remove enemy avatar from board	1	Must have	He Sun	Completed	
Winning condition	1	Must have	Paul	Completed	Revisited subsequent sprints with growing requirements.

Estimated SPs= 13, Actual SPs= 14

Iteration Hit Rate = $14/13 = 108\%$

Sprint 1 Conclusion:

- Sprint 1 was completed on track, and we will proceed with Sprint 2 as per the current sprint plan.